FIG. 1

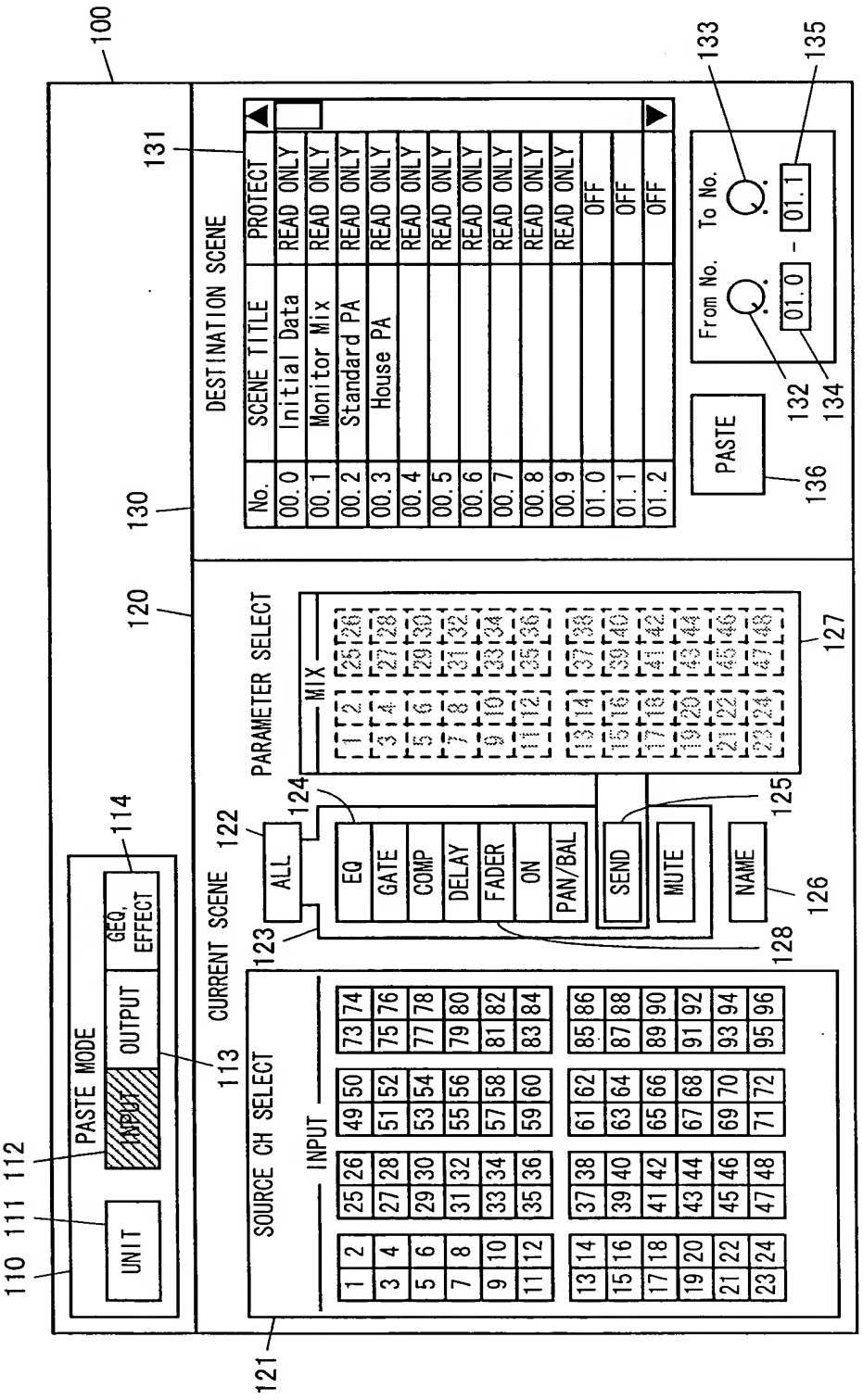

100
110
111
112
UNIT
PASTE MODE
INPUT
OUTPUT
GEQ, EFFECT
114
113
CURRENT SCENE
120
121
SOURCE CH SELECT
INPUT
122
ALL
123
PARAMETER SELECT
124
EQ
GATE
COMP
DELAY
FADER
ON
PAN/BAL
MIX
SEND
MUTE
NAME
125
126
127
128
130
131
DESTINATION SCENE
No.
SCENE TITLE
PROTECT
00.0 Initial Data READ ONLY
00.1 Monitor Mix READ ONLY
00.2 Standard PA READ ONLY
00.3 House PA READ ONLY
00.4 READ ONLY
00.5 READ ONLY
00.6 READ ONLY
00.7 READ ONLY
00.8 READ ONLY
00.9 READ ONLY
01.0 OFF
01.1 OFF
01.2 OFF
133
135
From No.
To No.
01.0
01.1
132
134
PASTE
136

FIG. 2

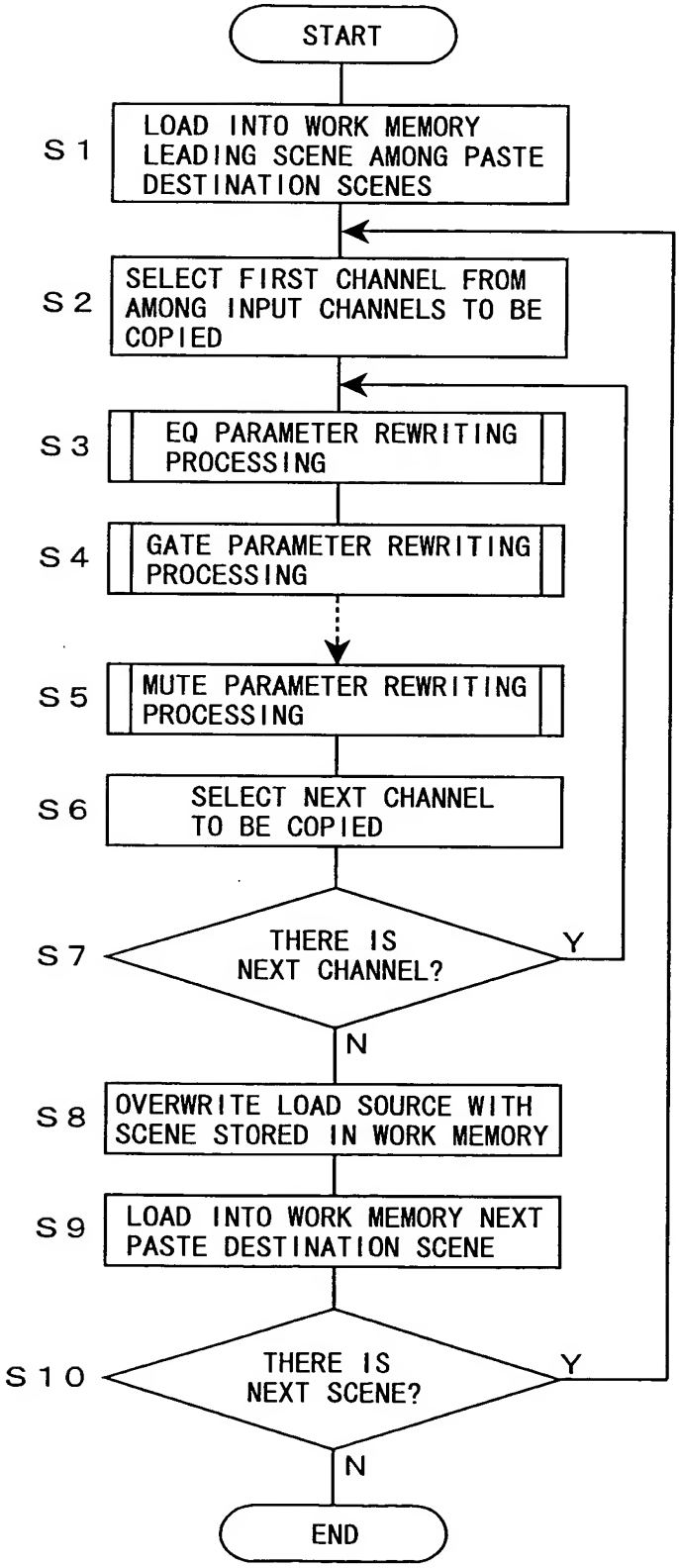

START
S1
LOAD INTO WORK MEMORY LEADING SCENE AMONG PASTE DESTINATION SCENES
S2
SELECT FIRST CHANNEL FROM AMONG INPUT CHANNELS TO BE COPIED
S3
EQ PARAMETER REWRITING PROCESSING
S4
GATE PARAMETER REWRITING PROCESSING
S5
MUTE PARAMETER REWRITING PROCESSING
S6
SELECT NEXT CHANNEL TO BE COPIED
S7
THERE IS NEXT CHANNEL?
Y
N
S8
OVERWRITE LOAD SOURCE WITH SCENE STORED IN WORK MEMORY
S9
LOAD INTO WORK MEMORY NEXT PASTE DESTINATION SCENE
S10
THERE IS NEXT SCENE?
Y
N
END

FIG. 3

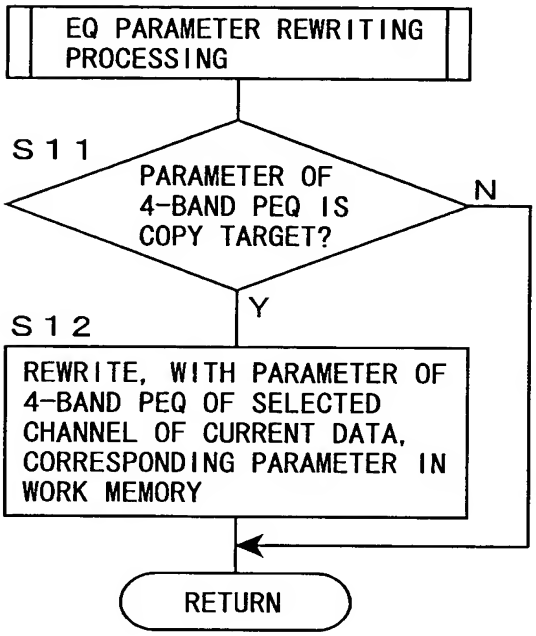

EQ PARAMETER REWRITING PROCESSING
S11
PARAMETER OF 4-BAND PEQ IS COPY TARGET?
N
Y
S12
REWRITE, WITH PARAMETER OF 4-BAND PEQ OF SELECTED CHANNEL OF CURRENT DATA, CORRESPONDING PARAMETER IN WORK MEMORY
RETURN

FIG. 4

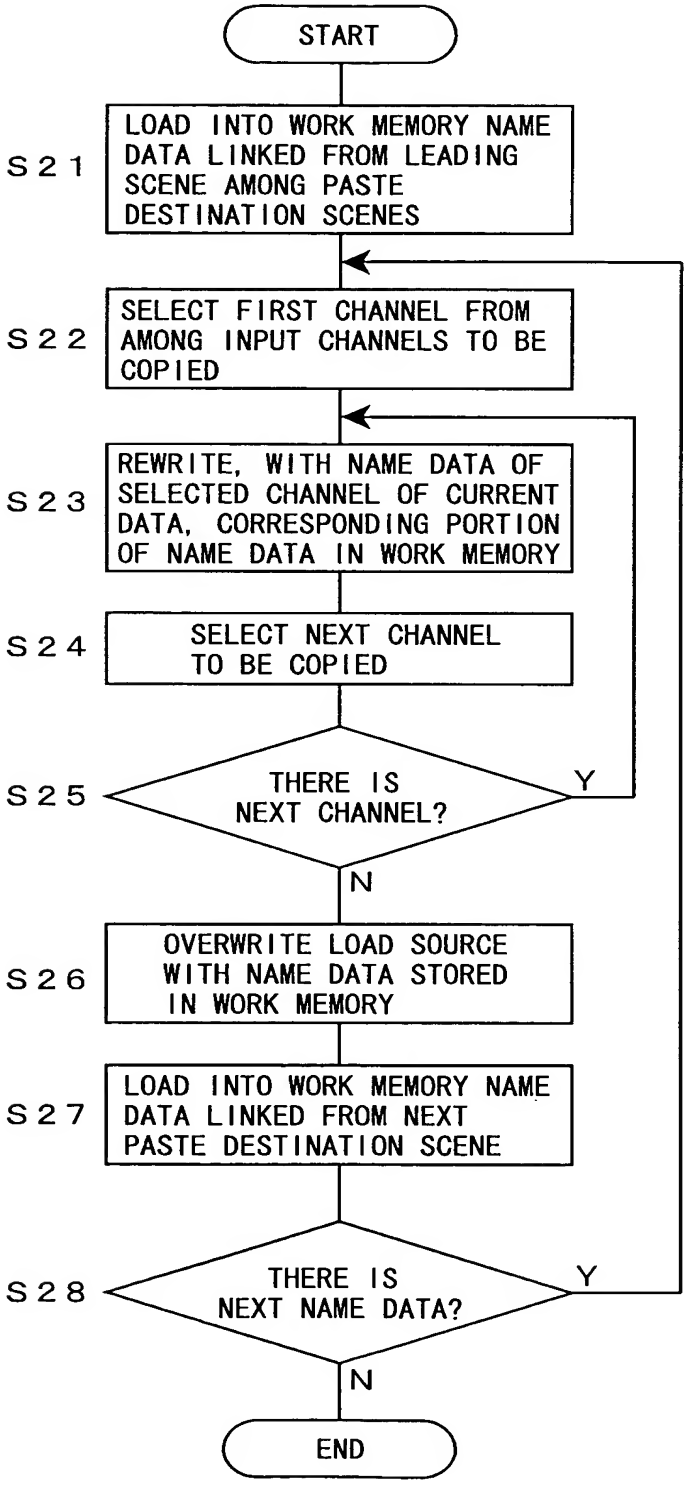

START
S21
LOAD INTO WORK MEMORY NAME DATA LINKED FROM LEADING SCENE AMONG PASTE DESTINATION SCENES
S22
SELECT FIRST CHANNEL FROM AMONG INPUT CHANNELS TO BE COPIED
S23
REWRITE, WITH NAME DATA OF SELECTED CHANNEL OF CURRENT DATA, CORRESPONDING PORTION OF NAME DATA IN WORK MEMORY
S24
SELECT NEXT CHANNEL TO BE COPIED
S25
THERE IS NEXT CHANNEL?
Y
N
S26
OVERWRITE LOAD SOURCE WITH NAME DATA STORED IN WORK MEMORY
S27
LOAD INTO WORK MEMORY NAME DATA LINKED FROM NEXT PASTE DESTINATION SCENE
S28
THERE IS NEXT NAME DATA?
Y
N
END

FIG. 5

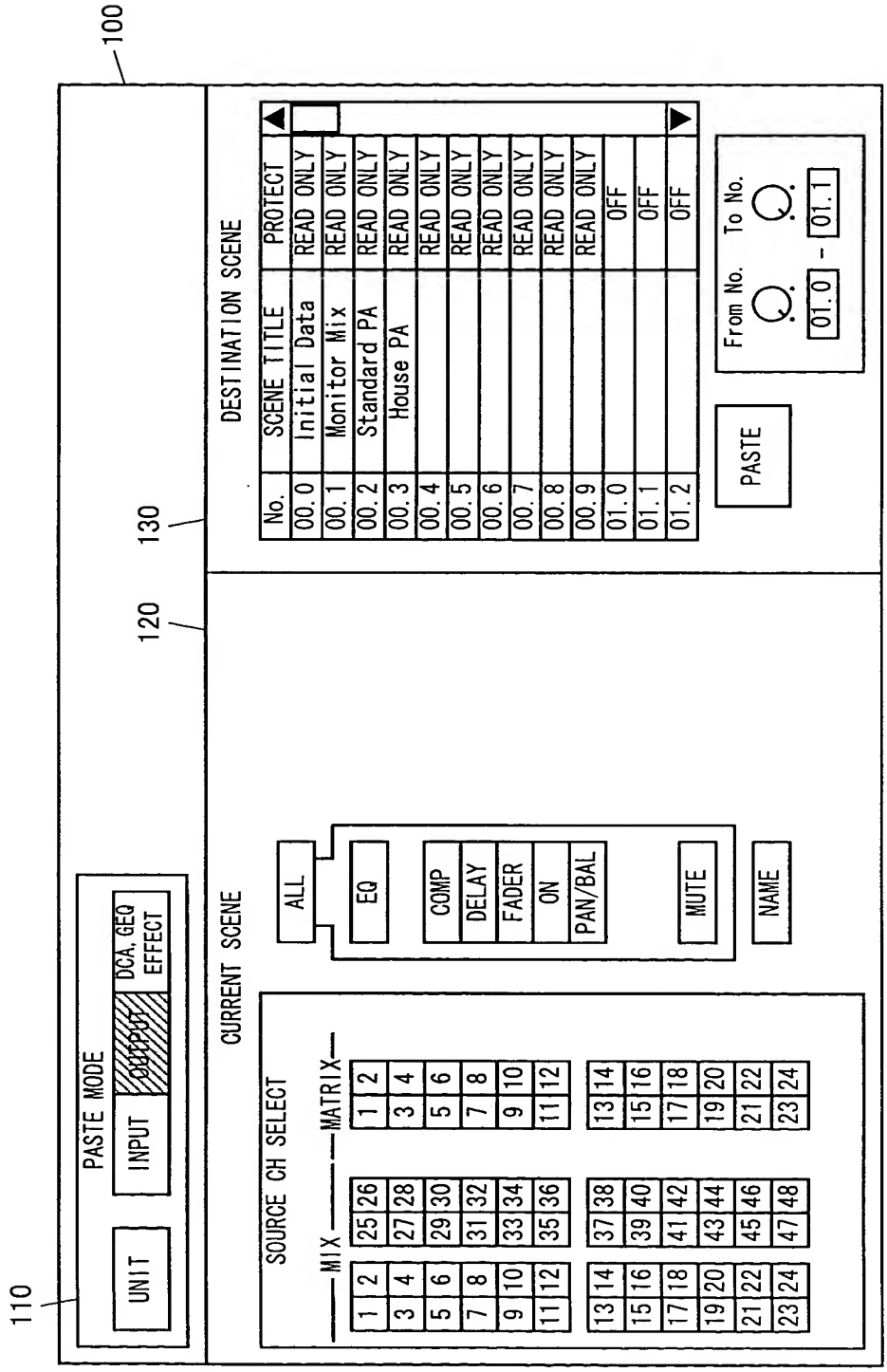

100
110
120
130
PASTE MODE
UNIT
INPUT
OUTPUT
DCA, GEQ
EFFECT
CURRENT SCENE
SOURCE CH SELECT
MIX
MATRIX
ALL
EQ
COMP
DELAY
FADER
ON
PAN/BAL
MUTE
NAME
DESTINATION SCENE
No.
SCENE TITLE
PROTECT
00.0 Initial Data READ ONLY
00.1 Monitor Mix READ ONLY
00.2 Standard PA READ ONLY
00.3 House PA READ ONLY
00.4 READ ONLY
00.5 READ ONLY
00.6 READ ONLY
00.7 READ ONLY
00.8 READ ONLY
00.9 READ ONLY
01.0 OFF
01.1 OFF
01.2 OFF
PASTE
From No.
To No.
01.0
01.1

FIG. 6

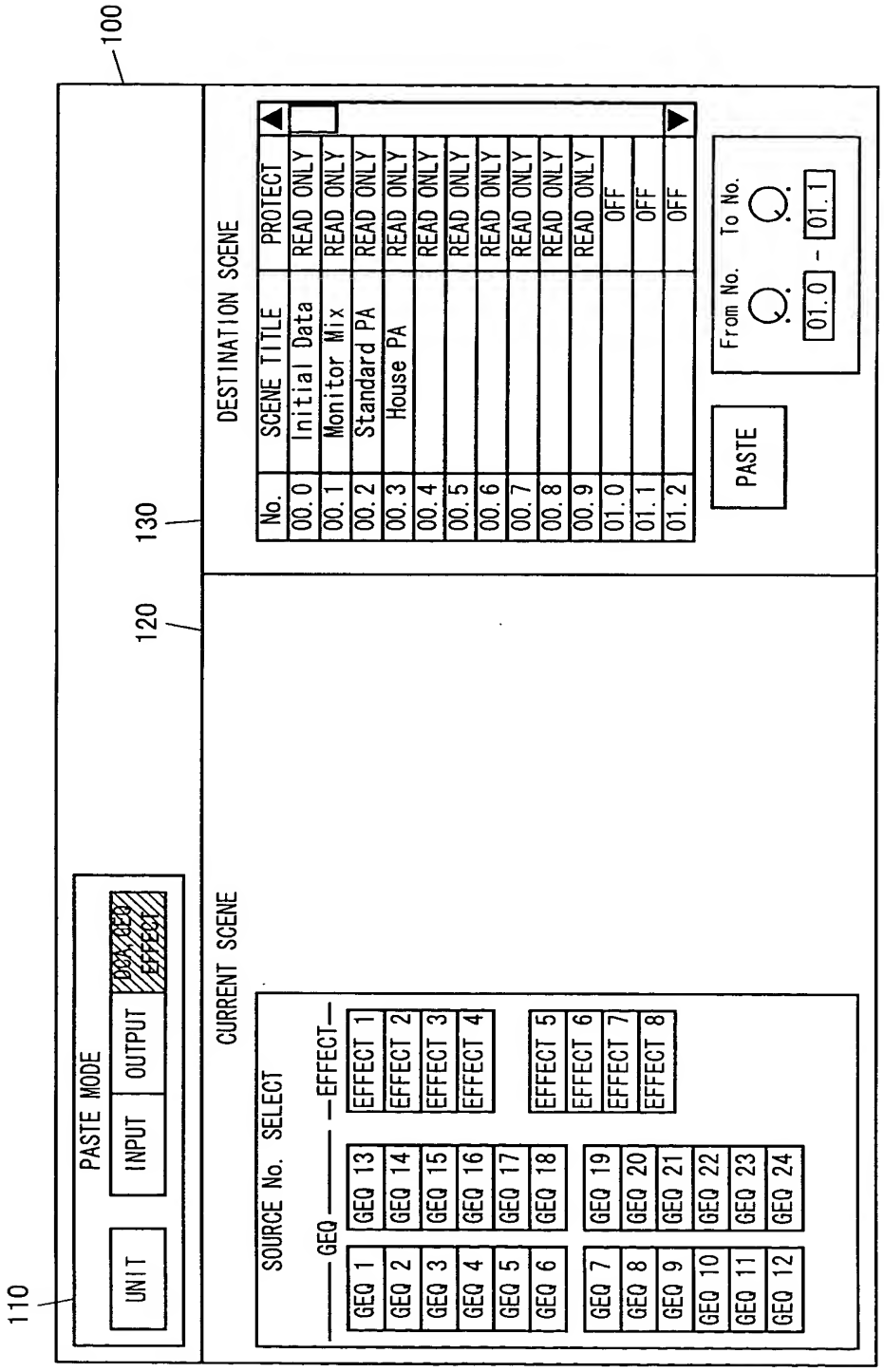

100
110
120
130
PASTE MODE
UNIT
INPUT
OUTPUT
EFFECT
CURRENT SCENE
SOURCE No. SELECT
GEQ
EFFECT
GEQ 1
GEQ 2
GEQ 3
GEQ 4
GEQ 5
GEQ 6
GEQ 7
GEQ 8
GEQ 9
GEQ 10
GEQ 11
GEQ 12
GEQ 13
GEQ 14
GEQ 15
GEQ 16
GEQ 17
GEQ 18
GEQ 19
GEQ 20
GEQ 21
GEQ 22
GEQ 23
GEQ 24
EFFECT 1
EFFECT 2
EFFECT 3
EFFECT 4
EFFECT 5
EFFECT 6
EFFECT 7
EFFECT 8
DESTINATION SCENE
No.
SCENE TITLE
PROTECT
00.0 Initial Data READ ONLY
00.1 Monitor Mix READ ONLY
00.2 Standard PA READ ONLY
00.3 House PA READ ONLY
00.4 READ ONLY
00.5 READ ONLY
00.6 READ ONLY
00.7 READ ONLY
00.8 READ ONLY
00.9 READ ONLY
01.0 OFF
01.1 OFF
01.2 OFF
PASTE
From No.
To No.
01.0
01.1

FIG. 7

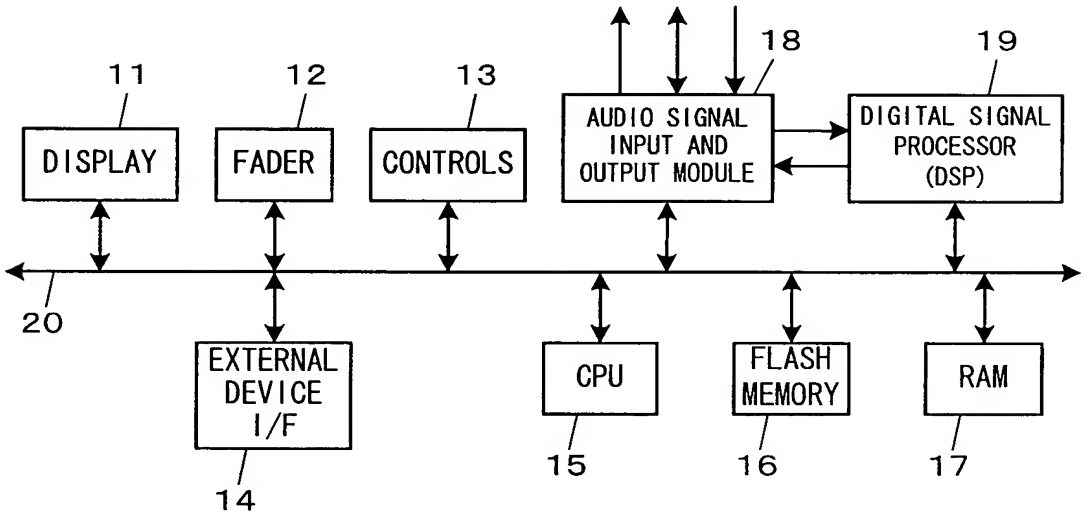

11
12
13
18
19
DISPLAY
FADER
CONTROLS
AUDIO SIGNAL INPUT AND OUTPUT MODULE
DIGITAL SIGNAL PROCESSOR (DSP)
20
EXTERNAL DEVICE I/F
CPU
FLASH MEMORY
RAM
14
15
16
17

FIG. 8

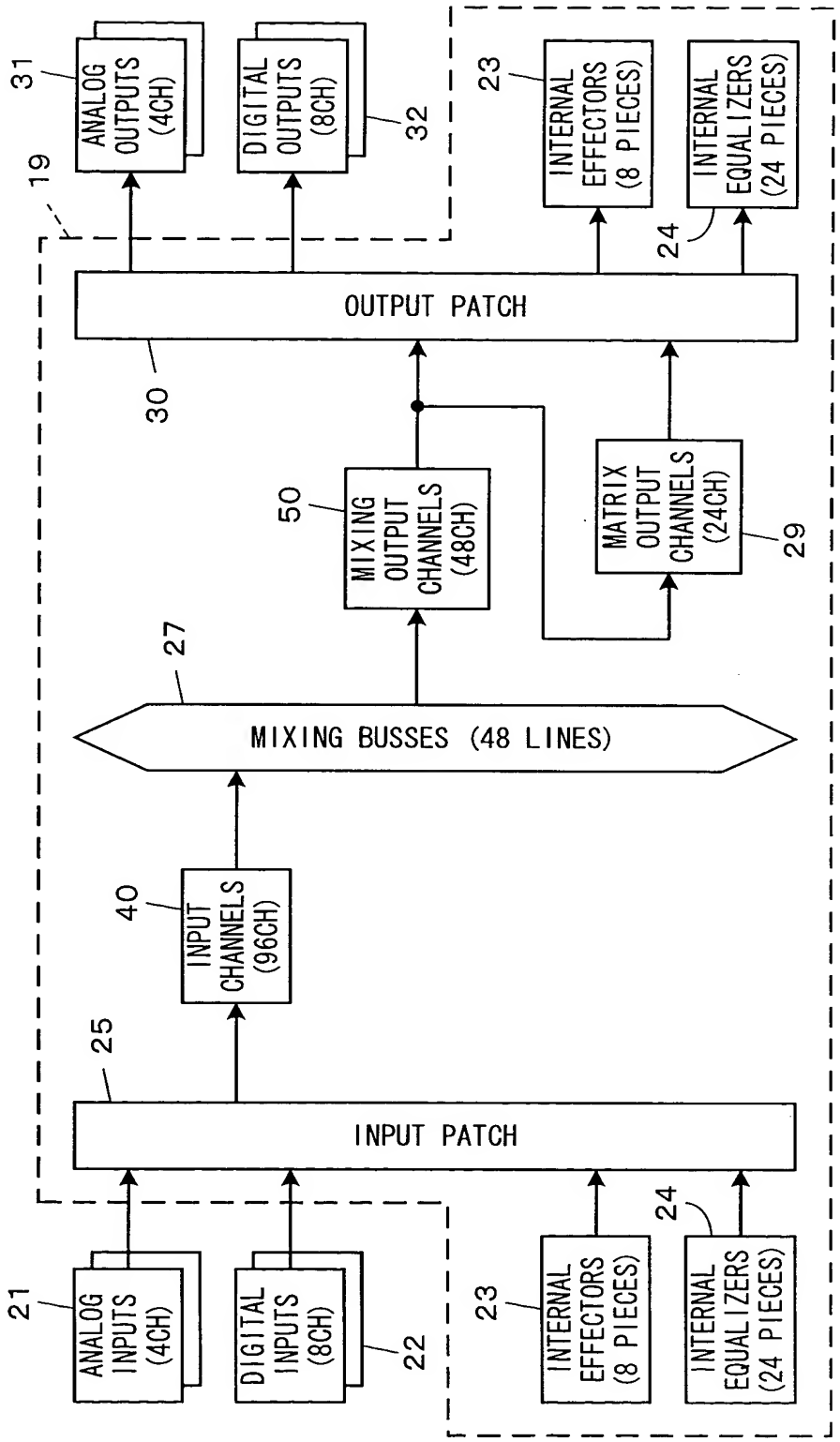

19
31
ANALOG OUTPUTS (4CH)
DIGITAL OUTPUTS (8CH)
32
23
INTERNAL EFFECTORS (8 PIECES)
INTERNAL EQUALIZERS (24 PIECES)
24
OUTPUT PATCH
30
50
MIXING OUTPUT CHANNELS (48CH)
MATRIX OUTPUT CHANNELS (24CH)
29
27
MIXING BUSSES (48 LINES)
40
INPUT CHANNELS (96CH)
25
INPUT PATCH
21
ANALOG INPUTS (4CH)
DIGITAL INPUTS (8CH)
22
23
INTERNAL EFFECTORS (8 PIECES)
24
INTERNAL EQUALIZERS (24 PIECES)

FIG. 9

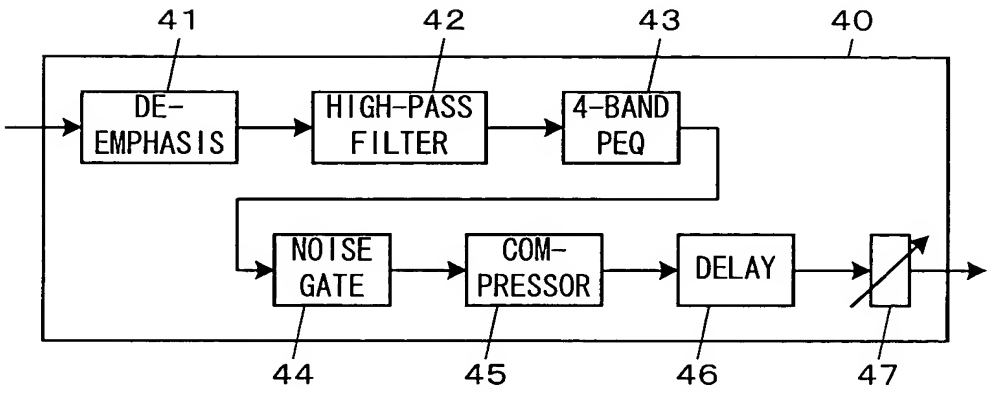

41
42
43
40
DE-EMPHASIS
HIGH-PASS FILTER
4-BAND PEQ
NOISE GATE
COM-PRESSOR
DELAY
44
45
46
47

FIG. 10

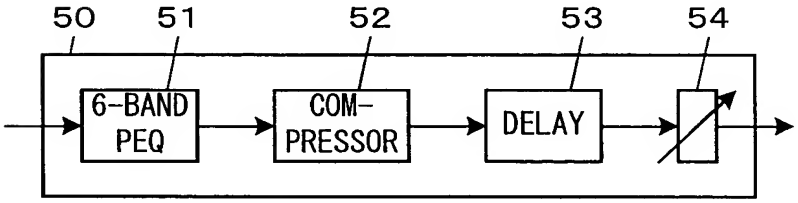

50
51
52
53
54
6-BAND PEQ
COM-PRESSOR
DELAY

FIG. 11

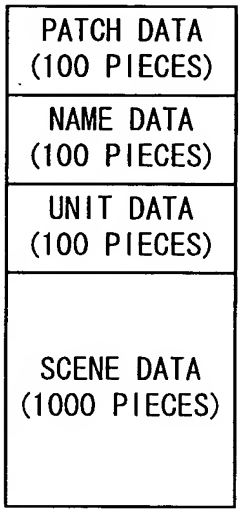
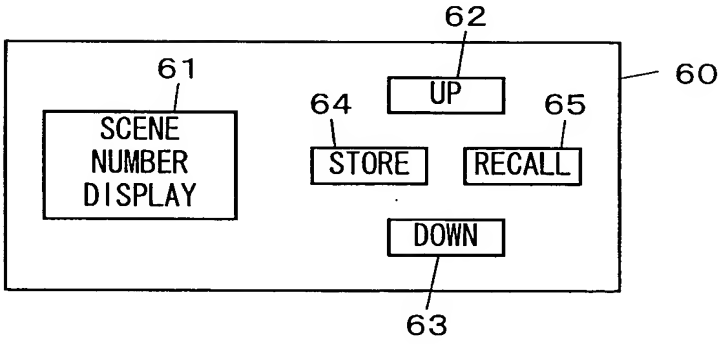

PATCH DATA
(100 PIECES)
NAME DATA
(100 PIECES)
UNIT DATA
(100 PIECES)
SCENE DATA
(1000 PIECES)

FIG. 12


62
61
60
64
UP
65
SCENE
NUMBER
DISPLAY
STORE
RECALL
DOWN
63